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W. S. GILBERT'S

"CREATURES OF IMPULSE"

Adapted for Television by

MARTHA DE LANO

(As broadcast on the University of Michigan TV Series,
Down Storybook Lane, March 14, 1953, 2:00 - 2:30 p.m.,
over the facilities of Station WWJ-TV, Detroit)

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"CREATURES OF IMPULSE"

As broadcast over WWJ-TV on Saturday, March 14, 1953.

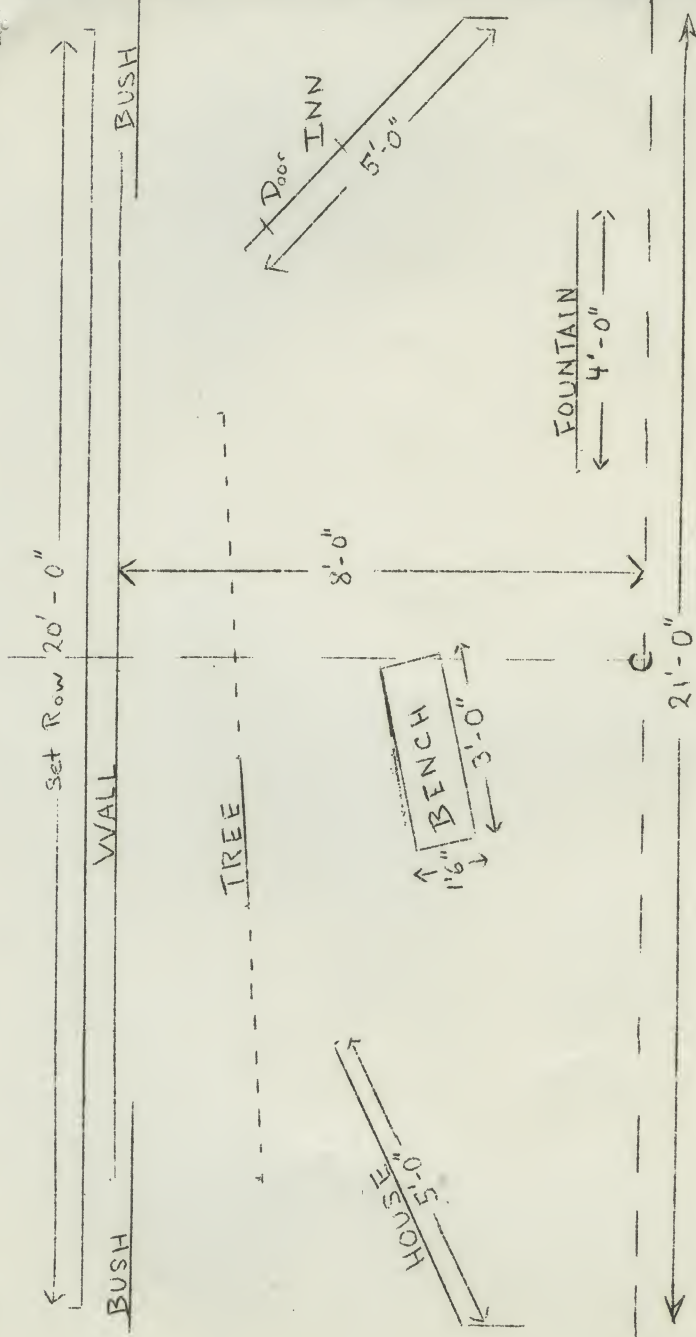
CAST

Martha	Frances Reitz
The Old Lady	Faith Gillespie
Peter	Kenneth Tindall
Booblehart	Phil Phillips
Pipette	Mary Firestone
Sergeant Klooque	Gene Bohi
Villagers	Lila Beck
	Francine Leffler
	Bette Jean Robinson
	Bonnie Sinkule
Teleplay by	Martha DeLano
Producer	Garnet R. Garrison, UofM
Production Supervisor	Robert Ritter, WWJ-TV
Director	Edward Stasheff, UofM
Production Coordinator	Hazen Schumacher, UofM
Associate Director	James Lynch, UofM
Technical Director	Michael Dyer, WWJ-TV
Setting and Costumes	The Mellencamps
Graphic Arts	Margie Vose, UofM

PRODUCTION NOTES:

The setting as designed by Bob Mellencamp, consisted of a large cyclorama, of which an arc of twenty feet was used. The Inn of the Three Pigeons was set to camera right, at a slight angle to the center area of the cyc; a ground row ran across the back with a profile tree some four feet in front of it. Another house of the village was set at a matching angle to the Inn at camera left.

The costumes, as designed by Emmy Mellencamp, were a compromise between the traditional children's story-book illustrations and authentic Flemish costumes of the Nineteenth Century. Full costume notes for the stage production, which will be of assistance to any one designing costumes for a television version, are to be found in the printed libretto of the full musical setting published by the Willis Music Company.



CREATURES OF IMPULSE

Studio Floor Plan

WWJ-TV, Detroit, Michigan

Scale 1/2" to 1 foot

Ready ② on Tilt Card

Ready ① on Cover Shot

Set to Dolly in

"CREATURES OF IMPULSE"

DOWN STORY BOOK LANE (TV)

WWJ-TV, MARCH 14, 1953.

2:00-2:30

FI ② & Start tilt

VIDEO

BOTTOM OF LANE TILT CARD

Cue Annor

ANNCR: Let's go Down Story Book Lane.

TILT SLOWLY UP

Cue →

ANNCR: Come travel with us Down Story Book Lane,

Where magic spells grow and dragons are
slain;

ARRIVE AT CASTLE

Where kings live in castles all covered
with gold

And witches in caves all covered with
mould

Where the sun's always shining, and we'll
never have rain

DOLLY IN TO DOOR

As we go on our journey - Down Story Book
Lane.

Cue
(GATE OPENS)

Cue Annor

Our story today is "Creatures of Impulse". It's
about five wonderful people - a witch - and five
irresistible impulses. Now, an irresistible
impulse is something you do without meaning to at
all - something you just can't help doing, no
matter how you try.

X to ① - Cover

1.
Ready Theme
Stand by Annor

Open Annor m.k.e.

AUDIO

Hit music

Music to BG

Music up & down
again

-1-
Cue Martha - Biz

SLOW DISSOLVE TO SET

AND SLOW PAN ACROSS

TO INN

Cue NARRATOR: Once upon a time, not so very long ago, there came to this little village - a witch! She moved into the village inn and there she stayed until a brave soldier came. Those are some of the village girls and they've just heard that the Sergeant is coming and that's Martha, the landlady of the inn, there on the porch - putting up a banner in honor of Sergeant Klooque, the greatest hero in the army, who's coming to the village for a visit. SNEAK MUSIC OUT

② to
OS Martha

Cue
Martha

Cue Witch in

But here comes the old lady - the witch I told you about - though, of course, Martha doesn't know she's a witch.

Cue Witch - Biz

Close Ann M. Ke

Open Boom

- 1 -

DI ① to 2-sh

Witch & Martha

DI ① to OS Witch

Warm Boy

T ①² OS Martha

① Holds

T ①² OS Witch① Cover - Runner
Start at left

MARTHA: Old lady!

WITCH: Yes?

MARTHA: You've been here for six weeks.

WITCH: Has it been that long?

MARTHA: It has...and you know it.

And you know you've paid me no rent.

WITCH: Quite so.

MARTHA: How am I to run my inn if I have no money?

WITCH: That, my dear, is your problem. And you must admit, I'm not a very expensive guest. How long has it been since I had anything to eat? /

MARTHA: (VERY SUSPICIOUS) Three weeks. And do you know what I think? I think you are a witch! Nobody but a witch could go that long without eating. /

WITCH: (WITH EVIL WITCHISH CACKLE)

That's as may be, my dear. In any case, I have no intention of leaving. I am going right back to my room. And if you really think I'm a witch, you'll be a little careful how you treat me. (EXIT INTO INN, CACKLING)

Cue Boy in

MARTHA: (GOING BACK TO BANNER, SIGHING)
Oh, what shall I do? I must have
her room for Sergeant Klooque. It's
the very best room in the inn. What
shall I do?

PETER ENTERS AS SHE FINISHES SPEAKING

DI ① to 2-sh
Boy & Martha

T ②³ Banner & Pan R

PETER: Do about what, Mistress Martha?
(LOOKING UP AT BANNER) About
Sergeant Klooque?/

① Holds

T ①³ 2-sh

MARTHA: Well, yes! Here he is, the bravest
soldier in the army - coming home
to his native village after all this
time/- and I haven't an empty room
in the whole inn.

PETER: What about the old woman? Has she
paid you any rent yet?

MARTHA: Not a penny!

PETER: Well, turn her out!

MARTHA: That's just it - I can't! She won't
budge - and I've tried everything!

PETER: Don't give her any food!

MARTHA: I haven't - not for three weeks. But
that doesn't bother her at all!

-1-

PETER: She hasn't eaten for three weeks?

MARTHA: Not a bite.

PETER: Why, she'll starve!

Warn Miser

MARTHA: She says she never felt better in all her life. She says food always did

T⁴(2) - 2-sh, Boy + Martha disagree with her./

PETER: It disagrees with me sometimes too, but I wouldn't stop eating just because of that. Why don't you just turn her

① to Rev X 2-sh
or OS Martha

T⁴① - 2-sh, Boy + Martha out of the place? /

MARTHA: Turn out a woman who can live on nothing for three weeks? Why, that old woman is a witch! She'd be in again through the keyhole in a twinkling.

② to Cover
Follow Girl

PETER: I know how to prevent that.

MARTHA: How?

PETER: Stuff up the keyhole!

MARTHA TURNS AWAY WITH OBVIOUS EXASPERATION.
THIS DIRECTS HER GAZE OFF CAMERA.

X's to L

MARTHA: Here comes Mr. Boombelhardt! Maybe he can help me get rid of her though I don't think he ever got rid of anything in his life. /

Pan L with
Martha

Cue Miser in

T⁵② Cover

① to MS Boy

BOOMBLEHARDT ENTERS, CARRYING LARGE,
CLINKING BAG

BOOMBLE: Good morning. I give you good
morning, Mistress Martha. I give
you good morning, Peter.

PETER: For nothing?

BOOMBLE: Oh yes - I don't charge for that.

MARTHA: Why, Mister Boombleshardt! You're
getting generous in your old age!

BOOMBLE: Yes, my dear, yes. But who can keep
happiness to himself? It is indeed
a lovely morning - and I give it to
you. ✓

DI ② to 2-sh
Martha & Miser

T ①⁵ MS Boy

② DB Fast to
3-sh.

PETER: You've got still more happiness in
that long bag of yours, if I'm not
mistaken. Can't you spare some of
that? ✓

T ②⁶ 3-sh

① to 3-sh
Miser, Martha, Boy

BOOMBLE: Ha, ha! Do you know what that is?
It's go-o-old!

MARTHA: All gold?

BOOMBLE: Yes, my dear, all go-o-old!

PETER: And are you going to keep that all
to yourself?

BOOMBLE: No, indeed - I'm not as bad as all that. I'm going to give you a little treat with it.

PETER: A treat!

BOOMBLE: (TO PETER) A treat. Tell me, Peter - have you any money of your own?

② DI to MCU Miser

PETER: Not a penny.

(Pouch Biz)

BOOMBLE: Not a penny? Very good. The most wonderful thing in the world is to have money. Now, that's something you can't appreciate, because you don't have any. But the next most wonderful thing is to look at other people's money - and that I can help you do. (OPENS BAG AND TAKES OUT HANDFUL OF GOLD) See? Isn't it X's to Peter pretty? And it's all go-o-old!

Real golden guineas. (DROPS COINS BACK INTO BAG AND CLOSES IT DECISIVELY)

PETER: Some treat!

BOOMBLE: There's gratitude for you! (TO MARTHA) I let him look at more gold than he's seen in his whole life and he doesn't appreciate it! (INTO SPACE) Well, that's the way of the world, /

Warn Girl

DB ②

T ① 3 - sh

② to Cover

Ready Cue Girl

Cue Girl in

(1 SCENE)

T ② 7 Cover

-2-

① to 3-sh
at Bench

PIPETTE COMES RUSHING IN FROM DIRECTION OF VILLAGE

PIPETTE: Aunt Martha! Oh, Aunt Martha!

(SEES PETER AND BOOMBLEHARDT)

Oh, dear - oh, I beg your pardon.

Oh, how awful.

MARTHA: What's the matter with you, Pipette?

PIPETTE: Oh, I'm so confused.

MARTHA: But what has confused you?

PIPETTE: It's all these people. Oh, please

go away - I can't stand people!

(She X's to Bench - they follow)

BOOMBLE: How shy she is.

MARTHA: Shy - humph! She's silly, that's what she is. Shy indeed!

PETER: But what's happened, Pipette? What's all the excitement about?

PIPETTE: (BLANK CONFUSION, FOLLOWED BY EXCITEMENT) Happened? Excited?

Oh! Oh, Aunt Martha!

MARTHA: Well, what is it, child?

PIPETTE: The sergeant!

MARTHA: Sergeant Klooque? What about him?

PIPETTE: He's coming!

Ready ①

MARTHA: Well I know that, you silly thing.

PIPETTE: I mean he's coming now. He'll be

T ①⁷ 3-sh Follow Martha here any minute.
+ Miser

② to 2-sh
Martha & Miser

(Peter sits)
MARTHA: Oh, dear! And still no room for him. Mr. Boombelhardt - come help me do something about that old woman. Please do.

T ②⁸ 2-sh Martha BOOMBLE: Of course. (B:2) Allow me to present you with.....
+ Miser

① to OS
girl

Ready
Cue Girl

MARTHA: (EYING THE GOLD BAG) With what?

BOOMBLE: With my arm.

MARTHA: Oh. Thank you.

SHE TAKES HIS ARM AND THEY ENTER INN

(Rise & over to R)

PIPETTE: Oh, what shall I do? What if the sergeant comes before they get back? I don't know how to welcome a brave soldier. I hate men anyway. They are so - so fond of staring at one (PETER STARES AT HER) and putting their arms about one's waist (PETER DOES SO) and squeezing one's hand (PETER SQUEEZES).

PETER: That's the way they are all right. I've done it myself.

Cue Girl

Pan R ② Follow
Girl

Waist - high

PIPETTE DISCOVERS HIS ARM, SLAPS HIM AND MOVES AWAY

PIPETTE: They wink, too.

PETER: (WINKING ENORMOUSLY) Yes, they would.

PIPETTE: Now, women never wink at me. They let me alone,

PETER: They let me alone too, worse luck.

PIPETTE: You can say what you like to a woman....at least, I can. But I can't even look at a man.

^{7a}
T ① OS Girl

PETER: You can look at me. /

Warn Sgt. &
Villagers

PIPETTE: I don't call you a man. You're just a boy!

② to 2-sh
Boy & Girl

PETER: Well, if you don't call them men, you can say whatever you like to them. They won't mind.

PIPETTE: That's fresh.

PETER: It was meant to be.

^{8a}
T ② 2sh Girl & Boy

PIPETTE: If you must be impudent, why don't you be impudent to a man? /

① Cover

PETER: I'd be a fool to do that. He might hit me!

-2-

Cue Sgt. in

DB②

PIPETTE: You're a coward!

PETER: I am not! I'm sensible, that's all.
Who wants to go around picking fights
all the time?

PIPETTE: Sergeant Klooque isn't afraid of a
fight.

PETER: No....and what does it get him?

PIPETTE: That.

T ①^s Cover

ENTER KLOOQUE SURROUNDED BY ADORING VILLAGE
MAIDENS

Biz

② to 2-sh
Boy + Girl

KLOOQUE: (TO PIPETTE) Young lady, I salute
you. The greatest hero in the army
salutes you.

Warn Martha + Boombie

PIPETTE: (HIDING BEHIND PETER) Oh my goodness,
he's going to salute me! Peter, if
he salutes me, I'll scream.

PETER: Don't worry. He salutes everybody.

KLOOQUE: The young lady appears frightened.

PETER: The young lady is very shy.

Pan ① to R - include
Sgt. + Door

KLOOQUE: (SURVEYING PIPETTE) (AND TWIRLING
MUSTACHE) But very pretty, too...

Cue Martha + Boombie

MARTHA AND BOOMBLEHARDT ENTER FROM INN

MARTHA: Sergeant Klooque, as I'm alive!

KLOOQUE: Why, Mistress Martha! How pretty you've grown.

MARTHA: And what a big man you've grown! Why, you were a little drummer boy when you left us, and now you're a gigantic sergeant.

T⁹ 2-sh - Boy + Girl KLOOQUE: Yes, I've risen in the service. /

① to 2-sh
Martha + Sgt.

Ready Pan

PETER: And some day, I suppose, you'll be an officer.

KLOOQUE: Yes - but that will be a long time yet.

PIPETTE: Oh. (X's to R)

Pan R ② to include
Sgt. + Martha

MARTHA: Well, what's the matter with you, girl?

PIPETTE: Oh, if you please, I was thinking - if you're six feet long as a sergeant, how long will you be before you're a captain! Oh, my. I wish I hadn't said that. /

T⁹ 2-sh Martha + Sgt.

② to 2-sh
Boy + Girl

MARTHA: Pipette, you're a goose! (TO KLOOQUE)
But we're very glad to see you, and I hope you'll make my inn your home as long as your furlough lasts.

KLOOQUE: With pleasure, Martha. I've been roughing it for six months and it's a real treat to look forward to six weeks holiday in a pretty inn. And in a pretty village. And with a pretty landlady to look after one's wants.

HE PUTS HIS ARM AROUND MARTHA'S WAIST

MARTHA: Oh, dear!

KLOOQUE: But Martha, why are you sighing?

MARTHA: I'm afraid I have bad news. There's an old lady staying at the inn and she won't pay her rent and she hasn't eaten anything for three weeks and if she doesn't leave, there'll be no room for you and I can't force her to leave because - she's a witch! /

T ②¹⁰ 2-sh Boy + Girl

① to 3-sh
Girl, Sgt, Martha

PETER: Nonsense! I don't think she's a witch at all.

PIPETTE: And neither do I, really.

MARTHA: And why not, pray?

PIPETTE: Witches do everything with a wand or a broomstick, don't they?

MARTHA: Well?

-2-

PIPETTE: Well, she cleans her teeth with aT①¹⁰ 3-sh Girl, Sgt. toothbrush! I've seen her! /

② Holds 3-sh Martha

ALL REGISTER EXASPERATION

KLOOQUE: What does it matter whether she's a
witch or not? The problem is to get
her out of there. Suppose we all
tackle her by turns.

T②¹¹ 3-sh Boy, Girl MARTHA: Ah.....but who's to start? /
+ Sgt.① to Center of Arc
2-sh Girl MarthaPETER: I will!

ALL: You!

PIPETTE: Aren't you afraid she might fight you?

PETER: She's just an ugly old woman. And I'd
rather tackle one ugly old woman than
a dozen handsome men any day. I'm
not afraid of an old woman! Why, the
older they are the less I fear them!

DB to 3-sh

Warn Witch

PIPETTE: I've never known you to be so bold.

X's to L
MARTHA: Well, she's sitting in there in my
rocking chair, beside my fireplace.
If you're feeling so brave, Peter,
go get her out.

T①¹¹ 2-sh Girl PETER: (PUSHING UP SLEEVES) I will. /
+ Martha

② to Cover

PIPETTE: Do you really think she'll leave?

MARTHA: If she doesn't, I'll sweep her out
with my broom.

Pan R ①

PIPETTE: I think she'd go if I coaxed her.

Ready 2

(Barges in)

BOOMBLE: I say - offer her money.

KLOOQUE: And I say the only thing that will
do it is - uh - charm.

¹²
T ② Cover

MARTHA: Well, one way or another, with all of
us working on her, we can't fail. /

Cue Witch in
① to Cover Door

OLD WOMAN APPEARS IN DOORWAY OF INN

KLOOQUE: And here she comes now, so Peter -
do your best !

¹²
T ① Cover Door

HE CLAPS PETER ON BACK, ALMOST CAUSING THAT
YOUNG MAN TO COLLAPSE. THEY ALL EXIT, LEAVING
PETER ALONE. / HE SUMMONS UP HIS COURAGE AND
APPROACHES OLD LADY.

② to OS Boy

PETER: I say, Old Lady! (SHE IGNORES HIM)
Old Lady!

WITCH: Well, young man?

PETER: I've a bone to pick with you.

WITCH: Sorry, young man - my time's valuable.

PETER: Oh, but you must listen.

WITCH: I must, eh?

PETER: Do you see that? (SHOWS HIS ARM AND FLEXES MUSCLE) Feel it. *Into 2-sh on ①*

WITCH: What a ridiculous little arm!

PETER: (POINTING TO BICEPS) Do you know what that is?

WITCH: Well, I can guess.

PETER: What is it?

WITCH: I suppose it's the bone you're going to pick with me. We can spare ourselves the trouble. There's very little on it. /

¹³
T② OS Boy

① Back to
Basic Arm Sh

PETER: I say, I'm not accustomed to that sort of thing from a woman your age.

WITCH: Do you know my age?

PETER: About eighty, I should say.

WITCH: Eighty! Nonsense! I'm eight hundred and forty-two.

PETER: (DAZED) Well, you certainly don't look it.

WITCH: Peter, you're a dangerous little man.

PETER: I am a dangerous little man, as you'll discover. Now look here, ma'am.....

-2-

Warn Drum

WITCH: I'm all attention, Peter.

PETER: You've been here six weeks.

WITCH: True.

PETER: You've paid no rent.

WITCH: None.

PETER: You don't mean to pay any.

WITCH: Not a penny.

PETER: Did you ever stop to think that
 Mistress Martha can't afford to
 support a non-paying guest. /

¹³
 T ① CU Witch
 under Boy's Arm

② to 2-sh
 Boy + Witch

WITCH: Yes, that has occurred to me. But
 look at it from my point of view.
 If you could get all you wanted from
 a first-rate inn without paying for
 it, how long would you stay there? /

¹⁴
 T ② 2-sh Boy +
 Witch

① to 2-sh
 Boy + Witch

PETER: Until somebody did to me what I'm
 going to do to you!

WITCH: And what's that?

PETER: Turn you out! Come.....vanish!
 Get along with you! Come on!

¹⁴
 T ① 2-sh Boy
 + Witch

HE MAKES A THREATENING MOTION TOWARD HER AS
 THOUGH TO PICK HER UP. /

-1-

② Holds

Rap

WITCH: ^ Why, Peter, you're a coward to tackle
an old woman. And as a punishment,
you will be so good as to pick a
fight with everyone you meet and tell
them to "Come on!" until further
notice.

Hit Drum

T ②¹⁵ 2-sh Boy +
Witch

① Ready for
Loose

2-sh, Sgt. + Witch

SHE STRIKES FLOOR WITH HER STICK THREE TIMES.
RUMBLE OF THUNDER ON THIRD TAP, AND PETER ASSUMES
BOXING POSE. AS THUNDER ENDS, HE REGAINS USE OF
LIMBS.

PETER: What, squaring up like this?
(SQUARING) Come on!

WITCH: Yes, just like that.

PETER: What, at everybody I come across?
(SQUARING) Come on!

WITCH: At everybody you come across.

PETER: Big and little? Come on!

WITCH: Big and little

PETER: But they won't like it!

WITCH: Not a bit.

PETER: They'll hit me back. Come on!
Come on!

WITCH: I hope so.

-2-
Warn Sgt.

DI on Boy

Cue Sgt. in

② Follow Boy to
Sgt.

② Follow Sgt. Back

¹⁵
T ① 2-sh Sgt. +
Witch

② to OS Sgt.

PETER: (SQUARING UP LEFT AND RIGHT, HOWLING ALL THE TIME) Oh, please don't make me go on squaring at everyone like this. Come on!

WITCH: Must be done, Peter.

PETER: But here's the sergeant coming. Must I square up to him? He's six feet high. Come on!

WITCH: Too bad, Peter - but it must be done.

SERGEANT COMES IN. PETER APPROACHES HIM, SQUARING VIOLENTLY. KLOOQUE SHOVS HIM CONTEMPTUOUSLY OUT OF SCENE AND APPROACHES OLD LADY.

KLOOQUE: Is the young man unwell?

WITCH: No, he's quite well. He's practicing his boxing.

KLOOQUE: What for?

WITCH: He says you flirt with Pipette and he's going to give you a thrashing.

KLOOQUE: Ho, ho. Now, my dear little old lady, I'm going to beg a favor of you.

WITCH: Go away, soldier. I hate soldiers! Do you know what effect a red sash has on me? It drives me mad!

KLOOQUE: You're not the only lady it affects that way. But I've brought you a message from Mistress Martha. She wants you to go away.

WITCH: Go away?

KLOOQUE: Go away. Come, old lady.....

(PUTS HIS ARM AROUND HER WAIST)

Be reasonable.

DB ① - Loose

WITCH: Go away, soldier. I hate soldiers! Go away! (SHE STRIKES AT HIM WITH HER CANE)

Warn
Drum

KLOOQUE: I say - gently, old lady!

WITCH: Go away, I say! You're a very bad fellow to dare put your arm around an unprotected woman's waist! (SHE THRASHES HIM WITH HER CANE)

KLOOQUE: Confound it, ma'am, your stick hurts! (DUCKING) Don't, ma'am, don't!

WITCH: As a punishment for your impertinence, you will be so good as to go on ducking and dodging and saying "Don't" to everyone you meet until further notice.

Hit Drum

T ② '6 OS Sgt.

SHE STRIKES FLOOR THREE TIMES AS BEFORE, EVOKING THUNDER. KLOOQUE IS FROZEN IN DUCKING POSITION UNTIL THUNDER STOPS, THEN CAN MOVE ONCE MORE.

① - 2-sh Warn
Girl + Witch Girl

KLOOQUE: What, like this? (DUCKING) Don't!

WITCH: Yes, like that.

KLOOQUE: But they'll think I'm afraid of them!
(DUCKING) Don't!

WITCH: Sure to!

KLOOQUE: But I'm not afraid of anybody! Don't!

WITCH: No - you are the bravest man in the
army!

KLOOQUE: I shall lose my reputation! I shall
be branded as a coward! Don't!

Cue Girl in
Pan L, ② to include Girl
Hold 2-sh, Girl +
Sgt.

Girl
PIPETTE ENTERS, STARES AT KLOOQUE IN AMAZEMENT.
SPEAKS TO HIM

PIPETTE: Oh, if you please, Mistress Martha's
compliments - and have you been
successful?

KLOOQUE: No, she won't go. (DUCKING) Don't!

PIPETTE: I wasn't going to. Oh, if you please,
what's the matter?

KLOOQUE: Oh, it's nothing. It'll pass off.
Don't!

PIPETTE: Wouldn't you like to lie down? I'm
not going to hurt you.

-2-

KLOOQUE: No, no, my dear. I'm quite well.
Don't! Don't!

PIPETTE: You're joking, I suppose?

KLOOQUE: Quite so. Joking. Don't.

WITCH: He's showing you how he fought the
enemy.

KLOOQUE: No, my dear! I'm showing you how the
enemy fought us. This is the way they
retreated. Don't, don't!

② Hold Women

¹⁶
T① 2-sh Girl + HE BACKS OFF, DUCKING /
Witch

PIPETTE: What a very strange man.

WITCH: He's a very rude man.

PIPETTE: Rude?

WITCH: Yes. (LOOKING AFTER HIM INDIGNANTLY)
He put his arm around my waist. X's to

(Pipette follows + sits) bench, sits
WITCH: (TURNING TO PIPETTE) Well, my dear,

what do you want?

PIPETTE: I want to ask you a great, great favor.

WITCH: Yes?

PIPETTE: You're such a dear old lady I'm sure
you'll grant it.

WITCH: I am a pleasant old person.

② to Loose
2-sh Girl + Witch

2-sh on Bench

PIPETTE: Although you're past your prime,
you have such bright eyes, and such red
cheeks and such a happy expression
that you're prettier than many a
young girl I know.

WITCH: Yes, I am attractive - attractive,
nothing more.

PIPETTE: Well, you're such a dear old lady and
I'm so fond of you and you've made
yourself so pleasant and agreeable that
what I want you to do is -- is to --

WITCH: Is to what?

PIPETTE: (GULPING) Is to go.

WITCH: Go?

PIPETTE: Go away. You see, they don't
appreciate you as I do. I think you're
a dear old lady - perhaps the dearest
old lady I ever saw, but they don't.

WITCH: Oh, they don't.

PIPETTE: No, I can't understand it, but it's so.
Now, I'm sure you're too proud, too
noble, too high-spirited to stay where
you're not wanted. Aren't you, you
dear old lady? ^(Rise) (KISSING THE OLD LADY)

Standby to
PI to CU ①

PI ① to CU
Girl

Warn Drum

¹⁷
I ② 2-sh Girl + Witch

① to MS
Girl

Hold Witch ②

-2-

WITCH: Very good. You're telling stories, my dear, and must be punished. As a punishment, you will be so good as to go about offering to kiss everyone you meet, until further notice.

Hit Drum

T¹⁷ ① 2nd MS Girl

THREE RAPS ON FLOOR BIT, WITH THUNDER AND PIPETTE TRANSFIXED IN KISS-OFFERING POSE. AS THUNDER ENDS, SHE RELAXES.

② to Cover (Combo)

PIPETTE: What, like this? (SHE STRIKES POSE AND MAKES KISSING NOISE) Kiss me!

Hold Miser & Girl

WITCH: Like that.

PIPETTE: But people will think it is so odd. Kiss me!

Witch into OS
Girl on ①

WITCH: Yes, they'll be surprised at first.

PIPETTE: But, I say - gentlemen and all? Kiss me!

Warn Miser

WITCH: Yes, gentlemen and all.

PIPETTE: But they won't like it. Kiss me!

WITCH: Oh - on the contrary. They won't mind a bit!

PIPETTE: But I'm so shy! I can't even look at a gentleman without blushing.

WITCH: Oh, you'll get over your shyness after a year or two of this sort of thing.

PIPETTE: Kiss me! Oh dear, oh dear - I don't know what people will say.

WITCH: I do. They'll say you quiet ones are the worst. And you are.

BOOMBLEHARDT ENTERS

Cue Miser in

¹⁸
T ② Cover

Witch in Corner

① to 2-sh
Miser + Girl

Follow Miser

¹⁸
T ① 2-sh Miser
+ Girl

② to OS Miser +
Witch 2-tke heads

PIPETTE: Oh dear, here's that disgusting old wretch Boombleshardt. I hate the sight of him. / (x's) (TO BOOMBLEHARDT) Kiss me!

BOOMBLE: Eh? Certainly, my dear. (KISSES HER)

PIPETTE: How dare you! You insolent old man! Kiss me! /

BOOMBLE: What, again? Why, of course! (KISSES HER)

PIPETTE: Oh, you're disgusting! (SLAPS HIM) I'll tell my aunt and you'll be banished from the village. Kiss me!

BOOMBLE: (RUBBING CHEEK) Thank you.....but no more this morning.

PIPETTE: Thank you, I'm sure. Oh dear, what shall I do?

RUNS OFF FRANTICALLY, SAYING "KISS ME" ALL THE WAY

BOOMBLE: (LOOKING AFTER PIPETTE) What a very strange young girl!

Follow Miser to
Witch

WITCH: I'm a very strange girl, but I'm
hardly as young as I once was.

BOOMBLE: I - ah - I was not referring to you.
But I do want a word with you. I
want to make a bargain with you.

¹⁹
T(2) 2. Tite Heads
Miser + Witch

WITCH: All right, get on with it.

BOOMBLE: Well, Mistress Martha has sent me to
induce you to go, but I don't want to
do anything of the kind. I want you
to stay. So if you'll fall in with
my scheme, I'll do all I can to
prevent their turning you out.

WITCH: And what's your scheme?

BOOMBLE: You have the wonderful gift of
living without food.

WITCH: Yes, I have that gift.

BOOMBLE: For the last fifty years, I've been
trying to master that secret, but in
vain. It's true I've brought myself
down to one hard-boiled egg and a
cupful of soup per day, but I find
even that a great drain on my resources.
Now, if you'll teach me how to live
comfortably - I don't say luxuriously,
but comfortably - on nothing at all,
I'll give you - yes, I'll give you a
guinea!

① to Loose
2-sh Miser + Witch

Warn Drum

- 2 -

DB ② to
2-shT ①¹⁹ Loose 2-sh① to MS
MiserHit Drum T ②²⁰ MS
Miser① to MS
WitchWarn Sgt.
+ GirlReady

WITCH: You'll give me a guinea?

BOOMBLE: Yes - a golden guinea. (HE REACHES
INTO HIS BAG AND TAKES GUINEA OUT)
Look at it! A whole guinea! Taste
it! Examine it! Oh, it's a
beautiful guinea! (SHE TAKES IT)WITCH: You're a very mean old man, and you
must be punished for it. You'll
have the goodness to go on offering
guineas from your long bag to everyone
you meet, until further notice.THREE RAPS ON FLOOR ROUTINE. THUNDER UP, /
BOOMBLE FROZEN IN OFFERING POSTURE UNTIL
THUNDER STOPS, WHEN HE CAN ONCE MORE MOVE.BOOMBLE: What, like this? Allow me to offer
you a guinea.WITCH: (TAKING GUINEA) Thank you. Yes, like
that.

BOOMBLE: To everyone I meet?

WITCH: Yes, to everyone you meet.

BOOMBLE: Allow me to offer you a guinea.

WITCH: (TAKING) With pleasure, Mister
Boomblehardt.BOOMBLE: But people who don't know me will
think I'm making them a present!

WITCH: No doubt of it.

TO²⁰ MS Witch
Follow her to door

BOOMBLE: But I never made a present in my life!

② to 2-sh
on Bench

WITCH: Then it's high time you began. Now
run along - and I hope you enjoy
your new-found generosity.

DI ①

Cue Sgt. +
Girl in

FO ①

BOOMBLEHARDT, A SHAKEN MAN, STUMBLES OUT. WE
FADE OUT ON CACKLING WITCH. /

Cue Biz

FI ②²¹

FADE UP ON PIPETTE AND KLOOQUE GOING THROUGH
PANTOMIME BIT - SHE TRYING TO KISS HIM AND HE
DUCKING AND DODGING.

① to MS
Girl

2-sh on Bench

PIPETTE: Don't be angry, Sergeant, but it's
an irresistible impulse. Kiss me!

fr. of Bench

DB ②

KLOOQUE: I'm not angry - I like it! Don't!
Don't!

Warn Boy

Cue Boy in

PETER ENTERS, SQUARING

DB ②
to 3-sh

PETER: What have we here! Pipette kissing
Sergeant Klooque! Come on! (Pipette
jumps up + over)
PIPETTE: Please, Peter, I can't help it. It's
an irresistible impulse. (TO PETER)
Kiss me!

Warn Miser

PETER: (TO KLOOQUE) Come on! Come on!

PIPETTE: Oh dear, oh dear - they're going to
fight about me.

DI ② to 2-sh
Sgt. + Boy

PETER: Come on! Come on!

KLOOQUE: Don't!. Don't!

PETER: Please don't be angry, Sergeant, but
I'm compelled to hit you. I'm acting
under an irresistible impulse.
Come on!

② to Cover

KLOOQUE: And don't you think I'm ducking and
dodging because I'm afraid of you!
I do it because an irresistible impulse
compels me to say don't! Don't! /
Don't!

T① MS Girl

PIPETTE: Won't you please forget your
irresistible impulses for a moment?
There's somebody coming and I'm sure
to be blamed for this! Kiss me!

DB ① to
Group Shot

Cue Miser in

KLOOQUE: Don't! Don't!

PETER: Come on! Come on!

BOOMBLEHARDT ENTERS

BOOMBLE: (TO KLOOQUE) Allow me, sir, to offer
you a guinea.

KLOOQUE: You're very good, but - don't, don't!

DI ① to 2-sh
Sgt. + Miser

BOOMBLE: I can't help it - I must! An
irresistible impulse compels me to
keep on going like this. Allow me
to offer you a guinea.

Warn Witch

KLOOQUE: (TAKING IT) Please understand that
when I say Don't - I don't mean don't.
I say Don't because an irresistible
impulse compels me to say Don't.
Don't! Don't!

BOOMBLE: Don't be frightened, young man.
I'm not going to hurt you.

KLOOQUE: Don't! Don't!

BOOMBLE: Not for worlds.

KLOOQUE: I tell you I don't mean it. Don't!
It's a spell! Don't!

BOOMBLE: Dear me, this is extremely curious.
(HE EXAMINES KLOOQUE CRITICALLY)
Allow me to offer you a guinea.

T²² (2) Cover

① to OS
Door (Witch)

PIPETTE: (TO BOOMBLE) Kiss me!

BOOMBLE: (TO PETER) Allow me to offer you a
guinea.

PETER: (TAKING IT) Come on, come on!

PIPETTE: (TO KLOOQUE) Kiss me!

KLOOQUE: (TO PIPEITE) Don't, don't!

Cue Witch in

Pick up Witch on ② Hold her
THIS CONTINUES IN BACKGROUND AS WITCH ENTERS
FROM INN. SHE SURVEYS SCENE WITH SATISFACTION.

- 2 -

WITCH: Things seem to be going very nicely indeed. Now to settle with Mistress Martha. (HYPNOTICALLY)

Warn Martha

T ①²² OS Door

Past Witch

② to OS
Witch

Warn Drum

WITCH: Now to settle with Mistress Martha. Come, Martha! Come! /

MARTHA ENTERS FROM INN, WALKING AS THOUGH IN A TRANCE

MARTHA: So it was you who made me come out here! What do you mean by acting this way?

WITCH: Why, Mistress Martha, I only wanted a little word with you.

MARTHA: I'll give you more than a little word if you try any of your witchcraft on me! I've had enough of this. Now go away! Get out of here! Go away! /

23

T ② OS Witch

① Holds

WITCH: Martha, you're a cruel, inhospitable woman to drive a poor, helpless creature out of your house this way. You're no fit person to be the hostess of an Inn, and as a punishment, you will be so good as to go on telling everyone you meet to "Go away" and "Get out" until further notice.

Hit Drum

T ①²³ Loose

2-sh Martha

THREE RAPS OF STICK ON GROUND, THUNDER, MARTHA TRANSFIXED IN SHOOING MOTION UNTIL THUNDER ENDS

-1-

② to Cover

MARTHA: What, like this? Go away! Get out of here!

WITCH: That's it exactly.

MARTHA: Go away! What, my lodgers and all? Get out of here!

WITCH: Especially your lodgers.

MARTHA: Go away! But they'll be offended. Go away!

WITCH: That wouldn't be surprising.

MARTHA: But they'll leave my inn! I shall lose all my customers! Go away!

WITCH: That was precisely what I had in mind!

MARTHA: But I shall be ruined! Get out of here!

WITCH: Not entirely. I'll see you make just enough to keep me in comfort.

MARTHA: But then I shall be working the rest of my days for you!

WITCH: That's the first sensible idea on the subject that you've had. Well, I'll leave you to practice your treatment of your guests while I toast my toes by the fire.

Warn Mob

Cue Mob in

Pan ① with
Witch

-1-
T ②²⁴ Cover

(Group enters)
to

WITCH ENTERS INN, CACKLING. / MARTHA JOINS
GROUP IN BACKGROUND

① to MS
Martha

MARTHA: (RUSHING AT KLOOQUE) Go away!

Get out of here! Go away!

T ①²⁴ MS 2-sh
Martha + Sgt.

KLOOQUE: Why, Martha, what's the matter? Don't!

② to Loose 2-sh
- Follow Martha

MARTHA: Don't be frightened, Sergeant. I've
tried to make the Old Lady go just
now - and she compels me to turn
everybody away from my Inn until
further notice. Why, I shall be

T ②²⁵ Loose 2-sh Martha ruined. Go away - get out of here. /

② Truck to Center
of arc

SHE TRIES TO DRIVE THEM AWAY. AS SHE APPROACHES
BOOMBLEHARDT, HE OFFERS HER A GUINEA (WHICH SHE
TAKES). PETER SQUARES UP TO HER, PIPETTE
OFFERS A KISS, ETC.

DB ② to MS Girl

PIPETTE: When a girl who's very prim and rather
proper

Is compelled to seem so eager to be
kissed ----

① to Cover
include door

PETER: Or there grows an urge to fight in
One an eight-year-old could frighten
Tho' that one has always been a
pacifict.

Pan ② to Boy

Warn Witch

DB ② to Group

GIRLS: Oh dear, oh dear!

MEN: It's very clear.

OMNES: It is an impulse we cannot resist!

-2-

DI ② to Martha

MARTHA: When the mistress of an inn must
throw her guests out despite her
frantic efforts to resist;

Pan up ② to Sgt.

KLOOQUE: Or a soldier who's been brave in
Many battles plays the craven,

Pan ② to Miser

BOOMBLE: And a miser lets flow guineas from
his fist!

DB ② to Group sh

GIRLS: Oh dear, oh dear!

MEN: It's very clear.....

OMNES: It is an impulse we cannot resist!

Cue Witch in

T ①²⁵ Cover - Door

AFTER A MOMENT OF CONFUSION, THE OLD LADY
REENTERS FROM THE INN /

Follow Witch

② to MLS
Witch

WITCH: Well, my dears - how do you like your
irresistible impulses?

Stand by Smoke
+ Drum

THEY ALL RUSH AT HER, STILL DOING THEIR BITS.
SHE IS BUFFETED ABOUT, PUSHED THIS WAY AND
THAT. THE UPROAR GETS WORSE AND WORSE.

WITCH: (FRANTICALLY) Stop, stop!

²⁶
T ② MLS Witch

THEY ALL FREEZE IN THEIR IMPULSE POSITIONS. /

① to 3-sh
Sgt. Boy + Martha

WITCH: I release you all! I can manage you
separately, but all together, you're
too many for me. The spell is
removed!

Hit Follow Witch (2)
Drum
Cue to Witch
to move

SHE BANGS STICK THREE TIMES, THERE IS THUNDER
AND THEY RELAX.

MARTHA: Then you're going!

WITCH: (SULKILY) Yes, I'm going!

Hit Smoke
& Drum

THERE IS A TREMENDOUS PEAL OF THUNDER, AN
EXPLOSION, A CLOUD OF SMOKE.....AND THE OLD out
LADY DISAPPEARS. /

FO (2)
FI (2) Pan R to Sgt.

KLOOQUE: (TO PETER) So! You were going to give
me a thrashing, were you? /

Cue Sgt. TO²⁶ 3-sh
Sgt. Bay. Martha

PETER: (CRINGING) No...no. Don't hit me!

Release

(2) to
Super

DB (1) to
4-sh

BOOMBLEHARDT GOES ABOUT PICKING UP SCATTERED
GUINEAS

Warn Drum

MARTHA: (TO KLOOQUE) Now you come right in
Sergeant. I'm sure you'll pay your
rent.

KLOOQUE: Not until I give this little lady
that kiss she was asking for. (HE
TRIES TO KISS PIPETTE)
(X's to Peter)
PIPETTE: (SCREAMS) Oh, no! Please! Don't
touch me!

Hit Drum DI (1) + Panto
Sgt. + Sky

THERE IS A PEAL OF THUNDER. THEY LOOK UP. / DO
WITCH ON BROOMSTICK BIT IF POSSIBLE. IN ANY
CASE, THEY ALL FOLLOW HER FLIGHT ACROSS THE SKY.

Cue Witch + Super (2) / (1)
tilt down on (2)
Lose Super - (2) out

Cue Miser

BOOMBLE: Do you suppose.....?

Release

(2) to titles
in color on gate

KLOOQUE: Could it be.....?

MARTHA: She could come back, of course.....

PIPETTE: (SNUDDLING UP TO PETER) Oh, I hope
not!

PETER: (BRAVELY) Don't you worry, Pipette.
I won't let her hurt you.

MARTHA: Come in, Sergeant, come in. And for
such a great hero, I won't ask any
rent at all!

KLOOQUE: Well, I thank you, Mistress Martha.
(STARTS TO PUT ARM AROUND HER, THINKS
BETTER OF IT AND OFFERS ARM)

① Truck R - Follow
Miser

BOOMBLE: Let's all go in! We'll have a
celebration party! And I'll....(GULPS)

.....I'll pay for it!

FO ①
FI ②

28

Boomble Biz

Sneak
in theme

MUSIC OF JOYFUL NATURE AS THEY ALL TROOP INTO
THE INN

Pull titles

Theme in Cull

MUSIC

TITLE PULL - 12 FRAMES

Start

Music to BG
OPEN ANNC. MIKE

DOOR DOWN

PULL BACK FOR ALL OF CASTLE

TILT DOWN LANE

ANNCR: Down Story Book Lane is produced by
University of Michigan Television, in
cooperation with WWJ-TV, The Detroit News.
Watch for the next in this series of
television dramas for children - Down
Story Book Lane. This is _____
speaking.

MUSIC UP TO CLOSE

MUSIC UP

Cut or Dotted Lines and Arrows to Camera 1

- 1 - Cover shot - Pan R
DI to 2-sh of Witch & Martha
DI to OS Witch
- 2 - OS Witch
DI to 2-sh Boy and Martha
- 3 - 2-sh Boy and Martha
DI to tight 2-sh
- 4 - 2-sh of Boy and Martha
Pan L follow Martha
- 5 - MS of Boy
DB
- 6 - 3-sh of Miser, Martha and Boy
PL
- 7 - 3-sh (at bench)
Follow Martha and Miser
- 7 - a) OS Girl
- 8 - Cover Shot UC - Pan L
Pan R (include Sgt. and door)
DI
- 9 - 2-sh of Martha and Sgt.
- 10 - 3-sh of Girl, Sgt. and Martha
- 11 - 2-sh of Girl and Martha
Pan R to Miser, Sgt. and Martha
- 12 - Cover shot, Door
Pan L and DI
- 13 - CU of Witch under Boy's arm
- 14 - 2-sh of Boy and Witch
- 15 - 2-sh of Sgt. and Witch
DB to loose 2-sh
DI
- 16 - 2-sh of Girl and Witch
2-sh on Bench
DI to CU of Girl
DB to 2-sh
- 17 - MS of Girl
Witch moves to OS Girl
- 18 - 2-sh of Miser and Girl
Follow Miser to Witch
- 19 - Loose 2-sh of Miser and Witch

- 20 - MS of Witch, follow her to door
DI to Witch
- 21 - MS of Girl
DB to Group shot
DI to 2-sh of Sgt. and Miser
- 22 - OS of Door past Witch
- 23 - OS of Martha
Pan R with Witch
- 24 - MS of Martha
- 25 - Cover shot of door
Follow Witch
- 26 - 3-sh of Sgt., Boy and Martha
DB to 4-sh
DI and Pan to Sgt. and sky
truck R and follow Miser

Cut on Dotted Lines and Attach to Camera 1.

CAMERA 2 CUE SHEET

40.

Cut on Dotted Lines and Attach to Camera 2.

- 1 - Tilt card
- 2 - OS Martha
- 3 - Cover shot of banner, start
at left and Pan R
- 4 - 2-sh of Boy and Martha
- 5 - Cover shot, follow Martha;
DI to 2-sh of Martha and Miser
DB fast for 3-sh
- 6 - 3-sh of Martha, Miser and Boy
DI to MCU of Miser
DB for BIZ
Cover Girl entrance
- 7 - Cover shot
DI to Group shot
- 8 - 2-sh of Martha and Miser
Pan L and follow Girl
- 8 - a) 2-sh of Boy and Girl
- 9 - 2-sh of Boy and Girl
Pan R to include Sgt. and Martha
- 10 - 2-sh of Boy and Girl
- 11 - 2-sh of Boy and Girl
DB to 3-sh, include Martha
- 12 - Cover shot
- 13 - OS of Boy
- 14 - 2-sh of Boy and Witch
- 15 - 2-sh of Boy and Witch
DI on Boy
DB to 2-sh of Boy and Witch
Follow Boy to Sgt., follow Sgt. back
- 16 - OS of Sgt.
Pan L to include Girl
Hold 2-sh of Girl and Sgt.
Hold Women
- 17 - 2-sh of Girl and Witch
Hold Witch
- 18 - Cover shot (Witch in corner)
- 19 - 2 Tite heads of Miser and Witch
DB to 2-sh

- 20 - MS of Miser
- 21 - 2-sh of Girl and Sgt. on bench
DB for action
DB to 3-sh of Girl, Sgt. and Boy
DI to 2-sh of Sgt. and Boy
- 22 - Cover shot
Pick up Witch and hold her
- 23 - OS of Witch
- 24 - Cover shot
- 25 - Loose 2-sh of Martha and friend
Truck to center of arc
DB to MS of Girl
Pan to Boy
DB to Group
DI to Martha
Pan up to Sgt.
Pan to Miser
DB to Group shot
- 26 - MLS of Witch, follow Witch
Pan R to Sgt.
- 27 - Super shot of Witch
- 28 - Titles

Cut on Dotted Line and Attach to Camera 2.